Class of Heroes™
TEEN
T
CONTENT RATED BY
ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

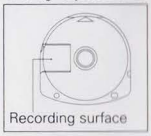
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

ULUS 10396

Welcome to Particus Academy! On behalf of Principal Feinman and the faculty, we would like to welcome you to our campus. This guide has been provided to help you familiarize yourself with our facilities and procedures. We hope you're ready for an adventurous year, students!

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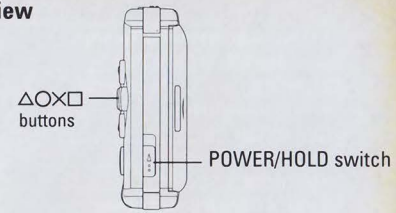
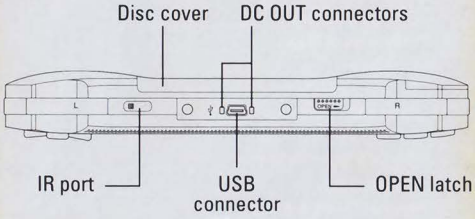
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Class of Heroes disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

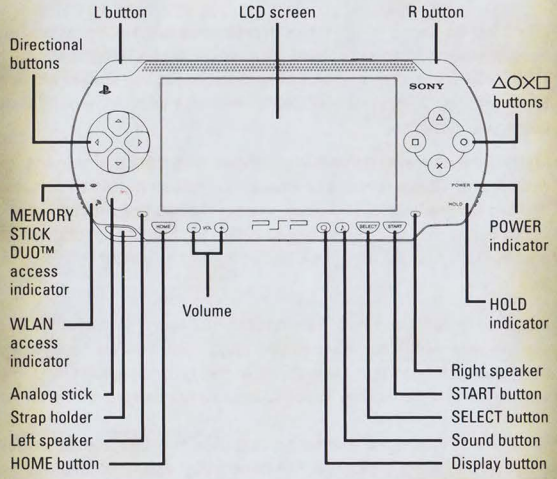
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Buttons	While at School or on Status Screen	In the Labyrinth
Directional buttons	Scroll through the menus	Move
× button	Confirm commands / advance text	Confirm / Display Labyrinth Commands
○ button	Cancel	Cancel
□ button	Sort items / Forget spells / Split money	Display map
△ button	Access menu / Toggle item details / gather money	Access menu / Toggle item details
L & R buttons	Change character / Switch teams / Scroll through pages (Yearbook)	Strafe
START button	Not used	Not used
SELECT button	Confirm commands / advance text	Not used

Additional Commands:

- To perform a soft reset, press the L + R + START + SELECT buttons at the same time. You will be able to resume your game from the last soft-save.
- Press the □ button to display the map of the current labyrinth. You must have purchased or found a map, or have the appropriate spell cast to use this feature.
- Press the × while holding down on the analog stick during battle to activate auto-battle mode.

Why did they appear? What were they created for?

The answer still eludes us.

What we do know, is that the mysterious labyrinths appeared decades ago, and with them, the world was changed forever. Their true form unknown and ever-changing, they sprawl across the world like a web, connecting towns and villages, mountains, lakes, and deserts.

Many adventurers delved into these labyrinths dreaming of riches, and those fortunate enough to return did so with tales and treasures untold. It was only natural that the children of our world began to look upon these heroes with their unconditional admiration. And as they say, imitation is the sincerest form of flattery.

Particus is not the first "Adventurer Academy" to cater to the youths who wish to challenge the passages, but we hope to be the finest. Here at our campus, we strive to equip young men and women with the tools they'll need to become full-fledged adventurers.

To all the bright-eyed students stepping through our gates for their first term: Welcome. We hope your studies here are as enriching and productive as you've dreamed they would be.

-Principal Feinman

Basic Concepts of Game Flow

1 School Entrance

After you familiarize yourself with the school grounds, your first order of business should be to head to the Faculty Office. (Pg.9) You can enroll students there from among the 10 races and 15 majors.

2 Accept Quests

Various requests will be posted on the Bulletin Board in the Library. Start with simple tasks you feel comfortable with, and work your way up to greater challenges from there.

3 Into the Labyrinth

The majority of the quests will ask that you make your way into the Labyrinths. It is easy for our students to forget that these mazes are quite dangerous! Proceed with caution.

4 Quest Complete

The conditions of each quest will vary. You may be asked to defeat special monsters, or find certain items. Search for the objective and complete your assignment!

5 Return

After achieving your objective, return to the Academy and report in!

Saving and Loading: The Essentials

Saving the game

At any time outside of battle, you may save your progress by pressing the △ button to access the menu. Select the "Save" command to record your game data onto a Memory Stick Duo™ and then turn off the power.

Loading the game

After turning the power back on and resuming the game, if you have data saved on a Memory Stick Duo™, select Continue from the Title Screen to load your save data and resume the game.

From the Settings Menu (Pg.7), you may adjust the save mode. On Normal Mode, your progress will be soft-saved periodically, allowing you less chance of dire consequences should you meet your end. On Masochist Mode, your progress will be lost should you get a Game Over and you will have to reload from your last save. Additionally, monsters will be tougher, but may drop better items as compensation.

Masochist Mode is only recommended for our students with an extremely high threshold for pain. Particus Academy is not responsible for anger-induced trauma.

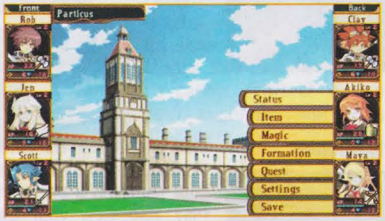
• While at school, the 'Resume' command under the 'Labyrinth' submenu is not affiliated with any save functionality. It is used to resume play from a student team currently deployed in the labyrinth.

Intro to Menu Screens

1. This is the Academy Menu. It displays the various facilities you may visit on our campus. Press the ✕ button to enter an area.

2. The portraits of the students currently assigned with you are displayed along the left and right sides of the screen. Various information on their statuses is also displayed here.

3. The left side shows the three students in the front row and the right side shows the three students in the back row. This will affect weapon range and damage taken in battle.



This is the standard menu. Press the △ button to access it at any time from the Academy Menu. Once you have selected one of the following options, you can use the L and R buttons to toggle between the students that are currently assigned.

Status: View detailed information on a student.
Item: View the items each student is carrying. You may also access the item bag with the L and R buttons.
Magic: View and use the magic spells each student knows. Academy regulations prohibit students from casting anything but restorative spells while on school grounds.
Formation: Adjust which students are in which row. Press the ✕ button on the students you wish to fill in the rows starting from left to right.
Quest: You may view all cleared and currently available quests.
Settings: Adjust the save mode (Pg.6), and the volume of the background music and sound effects to your liking.
Save: Please see Pg.6 for information on saving.

Campus Tour

Particus Academy is proud to extend the finest amenities and services available to its student body. Our world-class staff is on hand to serve your needs from the Academy Menu, prominently displayed each time you enter the school. Feel free to visit any of the following facilities at your earliest convenience.

Dormitory

Return here to edit student teams and store items in the lockers. You have the option to rest or sleep here as well. Resting is a free service that will recover MP, while sleeping is a privilege reserved for our students willing to cover necessary expenses. Sleeping restores both HP and MP.

Campus Store

Our campus store is a convenient one-stop shopping depot. You may purchase, sell, appraise, and disenchant cursed items here.

Laboratory

Visit our master alchemists who can synthesize, disassemble, and upgrade your items on a per-service fee. You may also view your own alchemy recipes here upon purchase of a Recipe Book.

Infirmary

Particus Academy boasts a resident nursing staff that can cure or revive lost students for a nominal fee. An evacuation service is also available to retrieve corpses from the labyrinths. Finally, the Academy's donation box is also located here. Generous students are rewarded with experience points.

Library

Quests posted on the bulletin board can be accepted here. You may also view your Yearbook. It contains your personal battle records and information on monsters that you have defeated, as well as items you have discovered in the labyrinths.

Faculty Office

Incoming students are enrolled into the Academy here (Pg.10). This office is also where students go to change majors (Pg.16), and under unfortunate circumstances, to be expelled.

Principal's Office

Unbeknownst to many, Principal Feinman is actually a gifted hypnotist. He offers his services to students who wish to change their alignment free of charge. He cannot, however, guarantee what your alignment will be after the procedure...

Labyrinth

Proceed here to enter the labyrinths to fulfill quests and put your training to the test (Pg.20).

Enrollment

The necessary paperwork for an incoming student to be enrolled is to be completed at the Faculty Office.

1 Enter the student's name

2 Select a gender

Note that some majors are gender-specific at Particus Academy.

3 Select a race

The characteristics of one's race have a dramatic effect on what majors will be available.

4 Select an alignment

Academy regulations do not allow students with some alignments to undertake certain majors.

5 Select a major

The student will be allotted a random number of bonus points to be applied to their statistics. Once these have been effectively distributed, the majors for a student of the aptitudes you have favored will become available.

6 Register

Particus Academy limits class sizes to 100 students.

Intro to Status Screens

❶ Student's Basic Information: The student's level, name, major, race, gender, and alignment are all displayed here.

❷ Student's Condition: The first number is a student's current HP; the second is their maximum HP. If a student is wounded and their HP drops to 0, they will die. The Academy is not fond of informing parents of tragedies, so please exercise caution.

Power: These numbers represent the student's offensive and defensive power, respectively.

❸ Student's Status: There are 6 types of stat parameters. These parameters will increase as well as decrease when the student levels up.

STR	A student's strength has an effect on how much damage will be inflicted when attacking.
WIS	A student's wisdom has an effect on offensive magic. It also affects one's skill power.
FTH	A student's faith has an effect on the restorative power of healing spells. It also affects magic resistance.
VIT	A student's vitality affects the amount of HP gained when leveling up and the success rate of being revived.
AGI	A student's agility affects the turn order in battle as well as the ability to run away. It also affects general thievery skills.
LUC	A student's luck has a dramatic effect on thievery skills. To some, it may be considered the most important parameter.
EXP	A total of the experience points one has gained from defeating enemies in battle.
Affinity	This number represents how well the student is getting along with the students he or she is on a team with. The higher it is, the more amicable they are.
Kills	The number of enemies this student has defeated.
Money	You can increase this be defeating enemies and by selling appraised items to the campus store.

Races: A Cultural Understanding

Human

Abbrev.	Hum	Well-Rounded	Skills	None

Str	Wis	Fth	Vit	Agi	Luc
8	8	8	9	8	9

A race with no outstanding qualities, be they good or bad. As such, they have a choice of a wide variety of majors. They have high fertility and a short lifespan, so many of them grow interested in the sharing of knowledge and oral tradition in their old age.

Elf

Abbrev.	Elf	Adept Spell-Casters	Skills	None

Str	Wis	Fth	Vit	Agi	Luc
7	10	10	7	9	8

A beautiful race with fairy blood flowing through them. They are a highly intelligent and pious race, and thus are well suited for spell-casting majors. They do not like speaking to Dwarves, due to their distaste for their harsh, low way of speaking – they prefer softer sounds, as the ancient Elf language is very poetic.

Dwarf

Abbrev.	Dwf	Adept Warriors & Devouts	Skills	None

Str	Wis	Fth	Vit	Agi	Luc
11	6	10	11	6	7

A diminutive but muscular race, resembling wild animals. They are as pious as they are strong, causing many of them to enter priestly fields as well. However, they are rather hot-headed, a trait frowned upon by Elves. They excel at acquiring languages, but rarely admit it themselves.

Erdgeist

Abbrev.	Erd	Adept Monks & Priests	Skills	Protection, Levitate

Str	Wis	Fth	Vit	Agi	Luc
5	14	11	5	5	9

A race descended from the earth spirits. With wisdom and faith in excess, many go into spell-based fields. Their bodies exist only on an astral plane, so they require physical shells in order to manifest themselves in the world. This ethereal state of being makes them amicable toward all races.

Halfling

Abbrev.	Haf	Adept Thieves	Skills	None

Str	Wis	Fth	Vit	Agi	Luc
6	6	5	6	12	14

Even after coming of age, a member of this race is only about as tall as a human child. Many study thievery arts to make use of their natural agility and dexterity. They are also known for their idyllic personalities and love of peace, making them well-liked by many races.

Sprite

Abbrev.	Spr	Adept Thieves	Skills	Levitate

Str	Wis	Fth	Vit	Agi	Luc
5	9	7	5	14	12

A fairy race who often find themselves mediating between gods and humans. This position has given them an inexplicable admiration for humanity. They are both quick and wise, making them good candidates for thievery or spell-casting majors.

Felpier

Abbrev.	Fel	Well-Rounded	Skills	None

Str	Wis	Fth	Vit	Agi	Luc
9	7	8	10	12	6

A race with cat-like features. They boast high agility and vitality, but being generally average in most areas makes them well-suited for many majors. They tend to be shy or aloof, unfortunately making them appear standoffish to other races at times. However, they have great respect for each other.

Drake

Abbrev.	Dra	Adept Warriors	Skills	Breath

Str	Wis	Fth	Vit	Agi	Luc
14	5	5	14	6	8

A race with dragon blood flowing through their veins. They have great strength, and, due to an accelerated metabolism, high vitality. These traits make them the quintessential warrior. Knowing that their ancestors were beings of great importance, they are often overly proud and condescending.

Diablos

Abbrev.	Dia	Adept Spell-Casters	Skills	Breath

Str	Wis	Fth	Vit	Agi	Luc
9	12	8	10	8	7

A race with the blood of the underworld. They are knowledgeable in magical physics, and often receive high marks in spell-casting majors. Being of demon origin, they tend to be avoided by other races. As an exception, there is no ill will between them and Erdgeists.

Celestian

Abbrev.	Cel	Adept Spell-Casters	Skills	Levitate

Str	Wis	Fth	Vit	Agi	Luc
7	8	14	7	8	10

A race with the blood of the heavens. They are considered the most pious race, making them highly skilled at priest-type majors. They place high importance on absolute justice, making them very uncomfortable around Diablons.

Choosing a Major That's Right For You

The following chart has been provided to assist undecided students with selecting their major. Most students can select from the basic majors such as Warrior, Wizard, Devout, and Thief at the beginning, but as your stat parameters increase, you will be permitted to transfer into more advanced majors. More gifted students may immediately qualify for advanced placement.

The numbers reflected in the chart represent the minimum requirements to undertake a major. Some majors also have alignment or gender restrictions.

Major Attribute Chart

Major	Gender	Alignment	Str	Wis	Fth	Vit	Agi	Luc
Warrior	All	All	12	–	–	–	–	–
Wizard	All	All	–	12	–	–	–	–
Devout	All	All	–	–	12	–	–	–
Thief	All	Neutral/Evil	–	–	–	–	10	12
Cleric	All	Good/Evil	–	13	13	–	–	–
Evoker	All	Neutral	–	13	13	–	–	13
Ranger	All	Neutral/Evil	12	–	–	10	10	12
Alchemist	All	Good/Evil	10	13	–	10	–	13
Psychicer	All	Good/Evil	–	13	13	8	8	14
Monk	All	Good/Neutral	13	9	12	13	10	9
Samurai	All	Good/Neutral	12	13	9	12	11	9
Valkyrie	Female	Neutral	14	9	13	14	10	10
Paladin	Male	Good	15	10	13	15	10	13
Kunoichi	Female	Evil	13	11	12	13	15	15
Ninja	Male	Evil	13	12	11	13	15	15

Fundamentals of Affinity

As is naturally the case on any campus with an emphasis on diversity, our students develop affinities (compatibilities) toward each other. Affinity is affected by several factors, including one's basic stats, level, race, and alignment, and will change based on perspective. For example, a Human's affinity with a Sprite may not be the same as a Sprite's affinity with a Human.

After forming a team of students, it is advisable to check the status screen. The higher one's affinity, the better this student gets along with his or her teammates. It should be noted, however, that these affinities are anything but static. They change as students grow, do battle, and explore the labyrinths with each other.

The following charts have been provided to incoming students to assist in team formation. Affinity should be considered when forming teams to ensure the optimal battle performance Particus Academy expects from its students.

Race Compatibility Chart

Races	Human	Elf	Dwarf	Erdgeist	Halfling	Sprite	Felpier	Drake	Diabolos	Celstian
Human	–	△	△	◎	○	○	–	△	△	○
Elf	△	–	×	◎	◎	△	△	–	×	○
Dwarf	△	×	○	◎	◎	×	△	–	△	○
Erdgeist	○	○	○	◎	–	–	○	○	–	○
Halfling	○	○	○	–	◎	–	△	△	×	○
Sprite	◎	△	△	–	–	×	○	×	△	○
Felpier	○	△	×	◎	△	–	◎	–	△	○
Drake	×	–	–	○	–	×	–	○	△	–
Diablos	△	×	△	–	△	△	△	△	△	×
Celestian	○	–	○	◎	○	○	○	–	×	–

Legend: ◎= Great ○= Good △= Bad ×= Terrible – = Neutral

Alignment Compatibility Chart

Alignment	Good	Neutral	Evil
Good	–	○	×
Neutral	○	–	○
Evil	×	○	–

Changing Majors

If a student has met the requirements to change majors, he or she should return to the Faculty Office to process the change. All majors the student qualifies for will be displayed when choosing to change majors. The following are some frequently asked questions our students have about the process:

Are there any penalties for changing majors?

Yes. Your maximum HP will be significantly reduced and your level will reset to one. However, you will retain your current stats such as Strength and Wisdom.

Do I retain the skills I've learned under my previous major?

Unfortunately, you do not. You will gain a new set of skills from your new major as you level up.

Do I retain the spells I've learned under my previous major?

Yes, but there are some things to consider. Each major has a maximum number of spells that can be learned per power level (Pg.17). If you are changing to a major with a smaller number of maximum spells, you should choose to forget enough spells to ensure you are within your new major's limitations.

What happens if I don't forget my spells?

The administration will randomly select spells for you to forget. It is advisable to forget your spells manually so as to avoid losing the ones you feel are valuable.

Help! How do I forget my spells?

Select "Magic" from your menu. Highlight the spell you would like to forget and press the □ button. You will be asked to confirm your choice. Select "yes" to banish the spell from your mind.

What about Summoning Magic?

All Summoning Magic is forgotten once you change majors. However, you will retain the maximum number of uses you had while you were an Evoker. (All contracts are broken)

Principles of Magic

Students majoring in magical fields should be well-versed in the properties under which spells are governed. Note that spells fall into seven different levels of power, and you may learn up to four spells from each school of magic (depending on your major) per level of power. Beginning casters should heed the following information when accessing their spells.

❶ These are the four schools of magic.

❷ This is the maximum number of spells from each school of magic the caster is entitled to learn for each level of magic. Refer to the chart below to see how many spells from each school of magic a major is entitled to.

❸ These seven categories indicate your MP. The numbers here represent how many spells you may cast of a particular power level.

Maximum # of Spells Chart

Major	Black	White	Psychic	Summon
Warrior	1	1	1	–
Wizard	4	3	3	–
Devout	3	4	3	–
Thief	1	1	1	–
Cleric	4	4	3	–
Evoker	2	2	3	2
Ranger	1	1	2	–
Alchemist	2	2	2	–
Psychicer	3	3	4	–
Monk	1	1	2	–
Samurai	2	1	1	–
Valkyrie	1	2	1	–
Paladin	1	3	1	–
Kunoichi	1	1	2	–
Ninja	1	1	2	–

Item Safety

Weapons and items are an essential part of daily life here at Particus Academy. However, many of our students have met with unfortunate or tragic results when failing to consider certain ramifications. Please review the following safety concerns with respect to equipment.

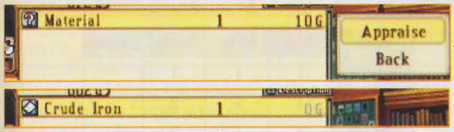
Curses

Many items you acquire in the labyrinths are cursed, and it isn't until a student equips the item that this unfortunate fact is discovered. In fact, some items that appear normal may curse a student of the wrong gender or alignment who tries to wield it. Cursed items cannot be removed once equipped, and will confer various effects on one's status.

Our campus store's disenchantment service can remove curses from both equipped and unequipped items, however, a fee will apply.

Appraising

All items discovered in the labyrinths must be appraised before they can be equipped or sold. While this service is available at the campus store, due to operation expenses, the cost of appraisal is the same as the selling cost. Our more industrious students often seek other students with the ability to appraise.



Appraise!

A Note on Treasure Chests

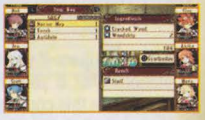
The allure of a treasure chest in the labyrinth is undeniably great – but this is the number one cause of safety issues amongst our student populace. Treasure chests, more often than not, are rigged with traps. If you insist upon opening them, please look to a student with thievery skills to disarm the trap.

Also, note that items received from treasure chests will be placed in the item bag. Should the item bag be full, it will be automatically distributed to your team members. If all students' inventories are full, the item cannot be acquired.

Beginner's Alchemy

Alchemy is a beneficial hobby that many students at Particus take up. Our laboratory offers its alchemy services for a fee, but, an Alchemist major can perform the same tasks free of charge. The Academy is not responsible for failed results should you choose not to utilize our facilities.

Basics



Select an item to put into the Ingredients tray from a student or the bag. Depending on the item, you will have the option to synthesize, upgrade, or disassemble it. The student whose item is chosen will have their money deducted for the service. If the item comes out of the bag, the cost of the procedure will be split among the current team.

Synthesize

This process involves combining two or more items to produce a new one. When you have found a legitimate synthesis recipe, the "Synthesize" option will appear. Occasionally, synthesis may produce exceptional results.

Upgrade

Upgrade!

This option only applies to equipment, such as armor and accessories. When you have found a legitimate upgrade recipe, the "Upgrade" option will appear. There are two types of upgrading:

Refine: A weapon will gain attack power, while armor will gain defense. To refine equipment, you must also have the appropriate stone.

Enchant: With the proper raw materials, weapons and armor can be enchanted with elemental properties or additional effects against certain monster types.

Disassemble

This option breaks down weapons, armor, accessories, and materials into one or more items. When you have found a legitimate Disassembly recipe, the "Disassemble" option will appear.

Labyrinth Orientation

Students are free to venture into the labyrinth to fulfill their quest objectives at their leisure. In fact, any number of student teams can be deployed across the labyrinths at a given time.

The Labyrinth Commands Menu

Press the ○ button to open up the Labyrinth Commands Menu. The following options will be available:

Examine: Search the area around you. You may gather information this way about any traps or secrets lying in wait.

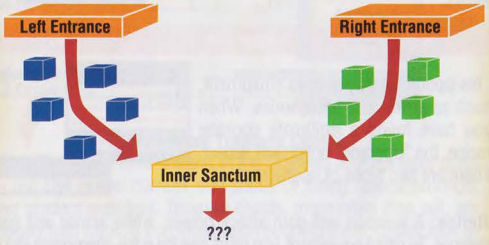
Search for Allies: If you have reached an area where another team is stationed, or if you are attempting to find the bodies of fallen students, use this command. Note that your team must have one or more empty slots in order to make use of this command.

Pick Lock: Use this command to pick the lock of a door. Your success will depend on your thievery skills.

Station: This command will station your team at its current position. You may select "Return" to go back to the Academy, or "Switch," to move to another team already stationed in a labyrinth.

Layout of the Labyrinth

The nature of the labyrinths is a mystery to us all, but there are still some absolute truths that have been discovered over the ages.



Each labyrinth follows the format above, with your team starting on either the left or the right side and working toward the opposite end. Every section will be laid out at random each time you enter. However, should you encounter the same layout again, you will already have your progress mapped out from your previous journey.

Note that the inner sanctum for any particular labyrinth never changes. You may even find a path leading deeper there…

Battle Comprehension

Labyrinths are full of dangerous creatures, and our students find themselves engaged in deadly battles at nearly every turn. When you encounter an enemy, their level, name, and number will be displayed in the enemy window. More specific information will not appear until the enemy is discerned.

Battles are turn-based sequences in which you choose the actions for each team member and select "Start Battle" to initiate the attacks of both sides. Choosing "Back" will allow you to re-input the commands from the beginning. Winning the battle will reward you with experience points, and potentially money and/or items. The following commands will be available to you:

Attack

Attack with your weapons or fists. This command may not be available for use depending on the range of the student to the monster.

Defend

Defend yourself from your opponent's attacks.

Magic

Cast a spell. Some spells cannot be cast in battle.

Item

You can only use items on your person that have a battle effect. Some items and weapons can be thrown, but you will lose them upon doing so.

Equip

Change your students' equipment. This does not use a turn.

Skills

Use the special skills designated by your race or major.

Run

Only one team member needs to select this command in order to flee a battle. If you succeed, the battle will end, but if you fail, the turn will end.

Battle Comprehension Cont.

Types of Battles

Ambush	This occurs when one side takes the other by surprise. In this case, either party can attack the other, but spells cannot be cast.
Non-Adversaries	In rare instances, you may encounter an enemy who appears neutral. In this case, you may choose to engage it, to be cautious, or to walk away. However, your actions may have an effect on your alignment...
Event Battles	Event battles occur when you encounter specific fights within the labyrinths with other people or students. These battles should be considered dangerous, and you will not be able to flee from them.

The Tension Gauge

When this gauge is full, students will be able to unleash a Group Gambit upon their foes. The types of Gambits available are based on the students on the team, and the rate at which the gauge fills is based on their affinity. The longer it is charged, the more Gambits become available.

Annihilation

If a team of students is annihilated, their bodies will be left inside the labyrinth in a state of death. It is of utmost importance that you act quickly – the longer they are left there, the worse their chances of survival become, and you may lose items or team members permanently.

The Academy recommends that in the event of an annihilation, that you organize a rescue squad that includes a team member with the ability to revive, or to make use of the Infirmary's evacuation service.

Annihilation during an event battle will result in a game over, and you will be forced to resume from your most recent save data.

Status Ailments and You

Students often fall victim to a number of status effects on their labyrinth adventures that can be detrimental to their health. Particus Academy has made recent policy changes regarding status effects to maximize safety. Should any students return to the campus or a Waypoint with paralysis, petrification, death, or ash status effects, they will be taken to the Infirmary immediately. They will not be permitted to leave the medical facility until treated.

Important: If a student attempts to exit the Labyrinth while in "lost" condition, that student will be removed permanently. Our condolences go out to any victims of this unfortunate condition.

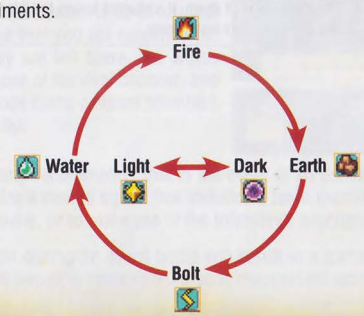
Status Ailments	
Fear	The student may be too afraid to perform normal actions.
Seal	The student's spells will have no effect.
Confusion	The line between friend and foe will be blurred.
Sleep	The student will not be able to act until awakened. Defense is reduced.
Poison	The student will suffer 1/16 of their maximum HP during each turn or step taken in the labyrinth.
Paralysis	The student will not be able to act. Defense is reduced. *If the entire team is paralyzed, they are annihilated.
Stun	The student will not be able to act. Defense is severely reduced.
Petrification	The student will not be able to act. *If the entire team is petrified, they are annihilated.
Death	The student will not be able to act.
Ash	The second stage of death. The student will not be able to act.
Lost	The third stage of death. If a student leaves the labyrinth in this state, they are lost forever.

Monsterology

The types of monsters students will encounter in the labyrinths are extremely varied. Student teams should be composed of equally varied majors and skills so as to ensure their survival in the labyrinths. The following chart describes some of the attributes of monsters. Many weapons can be enchanted to do additional damage to a given type of monster.

Monster Type			
Icon	**Monster**	**Abbr.**	**Description**
	Humanoid	Hum	Monsters resembling humans with varying skills.
	Undead	Und	Monsters with no souls. They fear divine magic.
	Ghost	Gho	Monsters that refuse to leave our plane of existence.
	Beast	Bea	Animal-like monsters with claws, talons, and fangs.
	Reptile	Rep	Cold-blooded and often venemous monsters.
	Plantoid	Pla	Plant-like monsters that use pollens and tendrils.
	Dragon	Dra	Ancient beasts to be reckoned with. Exercise caution.
	Insect	Inc	Larger-than-life bugs who prey on adventurers.
	Giant	Gia	Towering monsters of little intelligence but great power.
	Spirit	Spi	Malevolent spirits of the earth.
	Arcane	Arc	Magical beings of many forms, including cursed objects.
	Divine	Div	Higher beings with a warped sense of justice.
	Demon	Dem	Denizens of the underworld who must be banished.

Many monsters are also born of the natural elements, which make them strong to their own element, but weak to the opposing one. Exploiting these weaknesses may be to the key to victory. Keep in mind that your own equipment can render the same advantages and detriments.



Applied Spells and Skills

As our guide comes to an end, we leave you with a short description of some of the spells and skills that can be obtained early in your adventures. We're sure you'll discover more on your own as you experiment with majors and grow as students. Thank you for choosing Particus Academy! We look forward to the day you become a full-fledged adventurer!

Black Magic				
LV	**Spell**	**Where to use**	**Affected Units**	**Effects**
1	Fire	Battle	One enemy	Deals fire damage. Strong against Earth.
1	Sight	Labyrinth	All allies	Displays the map of all areas you've already visited. The effect is not permanent.
1	Sleepum	Battle	One enemy group	Put the enemies into a deep slumber.
1	Slow	Battle	One enemy	Lower one enemy's evasion. Multiple uses will make the effect greater.

White Magic				
LV	**Spell**	**Where to use**	**Affected Units**	**Effects**
1	Heal	Anywhere	One ally	Recover the HP of one ally.
1	Luminus	Labyrinth	All allies	Temporarily illuminates the labyrinth.
1	Awaken	Battle	One ally	Recovers an ally from sleep.
1	Haste	Battle	One ally	Raise an ally's evasion. Multiple uses will make the effect greater.

Psychic Magic				
LV	**Spell**	**Where to use**	**Affected Units**	**Effects**
1	Vanishum	Battle	All allies	Instantly escape from battle.
1	Blind	Battle	One enemy	Lowers an enemy's accuracy. Multiple uses will make the effect greater.
1	Wall	Battle	One ally	Defend an ally from attacks from enemies in the back row.
1	Defen	Battle	One ally	Raises an ally's resistance to special attacks. Multiple uses will make the effect greater.

Skills			
Skill	**Skill Type**	**Affected Units**	**Effects**
Counter	Passive	Attacking enemy	Students may automatically counter an enemy's physical strike. Note that the equipped weapon must have the appropriate range.
Appraise	Active	Items	Appraise items at no cost.
Levitate	Passive	One student	Hover safely over traps in the labyrinths.

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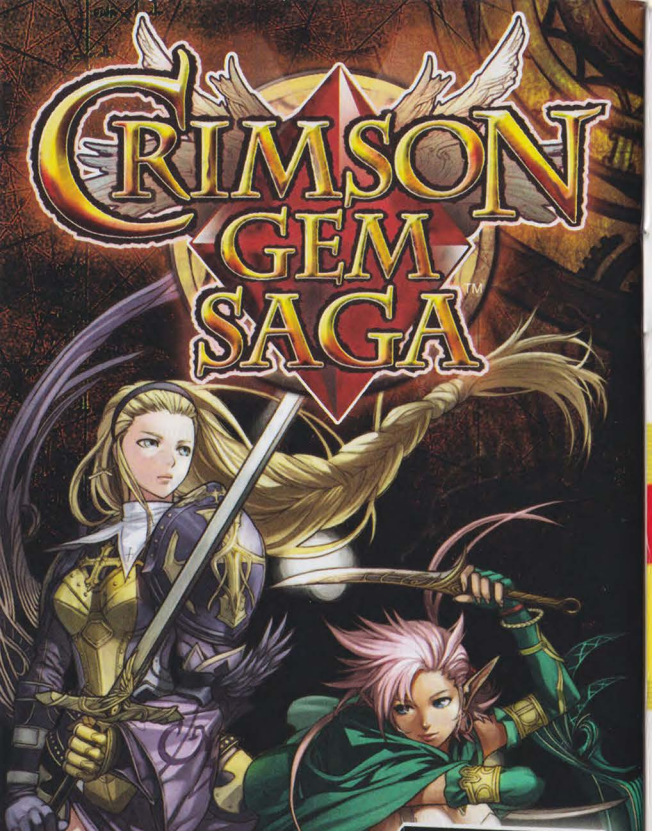

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TEEN T ™

Blood
Fantasy Violence
Mild Language
Mild Suggestive Themes
Use of Alcohol and Tobacco

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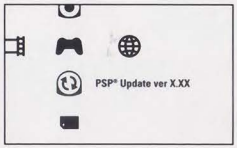
Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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Particus Academy!

Here at Particus, we strive to equip young men and women with the tools they'll need to become full-fledged adventurers.

Create a custom team of students to explore dungeons and bash monsters in a quest to uncover the secrets of the mysterious labyrinths!

Over 500 character possibilities!

Over 75 maps packed with puzzles, traps, and treasure!

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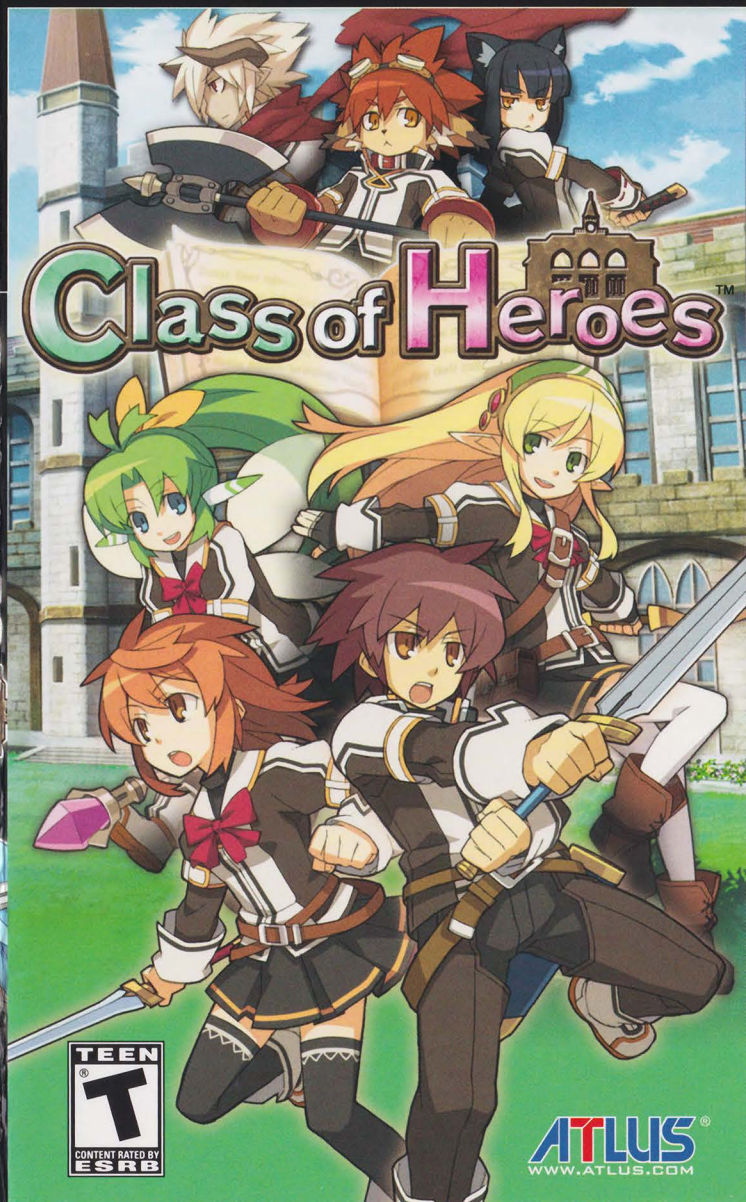
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